

Variable Radii Poisson-Disk Sampling

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- **Maximal Poisson-Disk Sampling is a particular statistical process for generating separated-yet-dense point clouds**
 - Similar-yet-different from Delaunay Refinement and sphere packings
better output properties for certain apps
- **Motivation**
 - **Hot topic in Computer Graphics**
 - for texture synthesis
 - Voronoi meshes for fracture mechanics
- **Two Contributions**
 - Lipschitz conditions for spatially varying radii
 - **Necessary condition for certain Graphics algs to work**
 - New two-radii definition decoupled coverage and inhibition radii
 - **Better “blue noise”**
 - More random refinements

